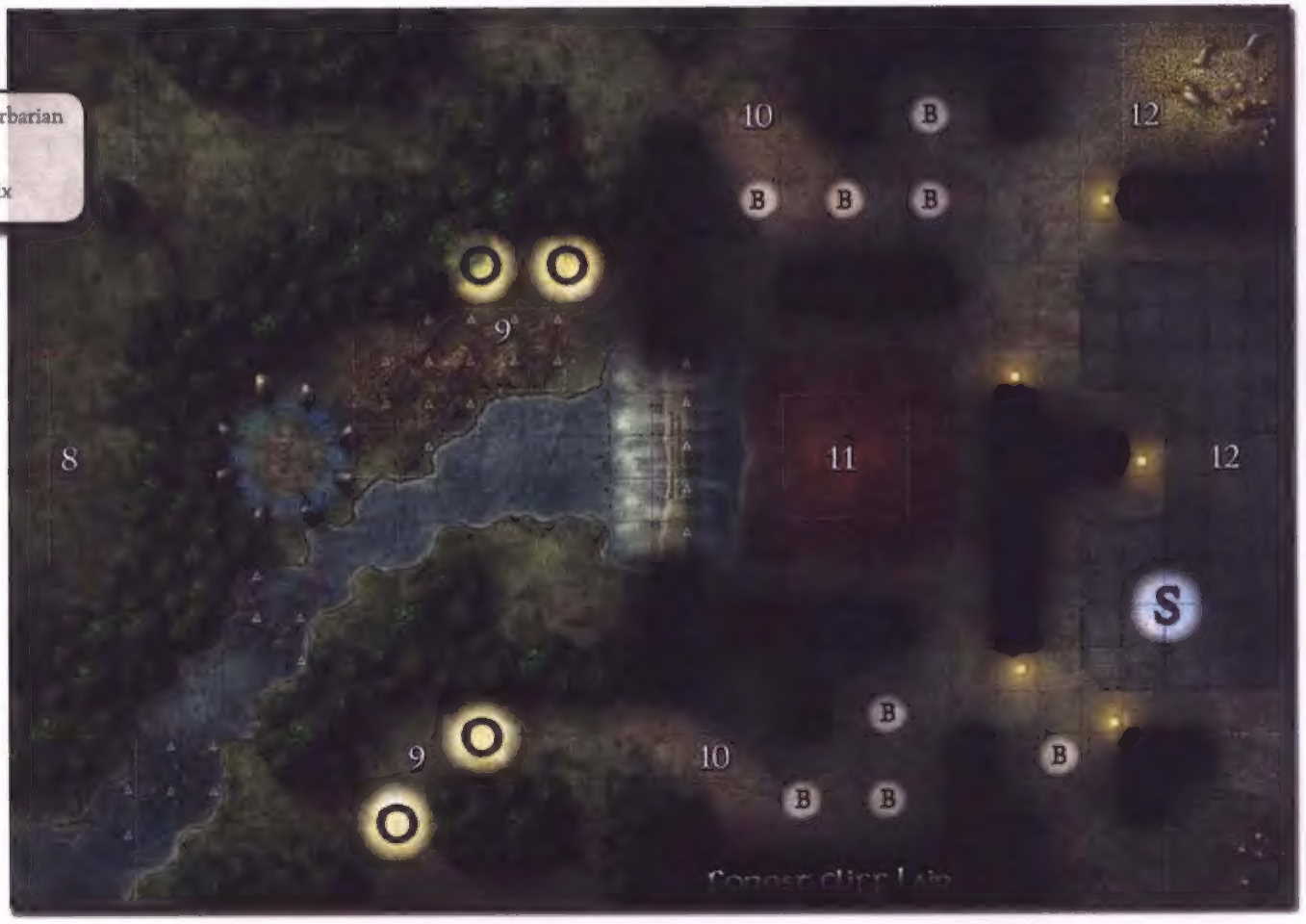
DUNGEONS & DRAGONS
FANTASTIC LOCATIONS™
DRAGONDOWN GROTTO
Ed Stark
Battle Map Art by Jason Engle

SPAWNSCALE NURSERY

- B Blackscale Lizardfolk
- S Sslarvag
- T Talon of Tiamat
- K Korak Fourclaw
- A Argenta
- M Meepo the Dragonlord
- S Splatterfang

FOREST CLIFF LAIR



- O Ogre Barbarian
- B Basilisk
- S Sekkatrix

Fantastic Locations™

Dragondown Grotto™

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INTRODUCTION

This 16-page adventure booklet contains several challenging encounters that can be combined to form a short DUNGEONS & DRAGONS® adventure intended for four 10th-level characters. The encounters play out on the battle maps included in this product. To run these encounters properly, you (as the Dungeon Master) need the *Player's Handbook*, *Dungeon Master's Guide* (*DMG*), and *Monster Manual* (*MM*), as well as some D&D® miniatures. Some of the monsters herein are described in *Monster Manual III* (*MM III*), but you can run the adventure without this reference. The Adventure Background (see below) contains all the information you need to get the adventure under way. Although designed for 10th-level characters, the adventure requires only minor adjustments to adapt it to lower- or higher-level play.

The last page of this booklet contains skirmish battle rules designed for players of the DUNGEONS & DRAGONS *Miniatures Game*. The skirmish rules, like the RPG encounters, were written with the enclosed battle maps in mind.

USING THE BATTLE MAPS

Fantastic Locations: Dragondown Grotto includes four miniatures-scale maps that provide exciting battlegrounds for RPG encounters or miniatures skirmishes. These maps allow for dynamic and challenging encounters, encouraging you and your players to make important tactical decisions when combat is under way.

For the Roleplaying Game: *Fantastic Locations* battle maps don't depict your average dungeon complex. The maps aren't meant to represent an entire adventure, either. Instead, the maps provide interesting locations for key scenes and important battles. It takes a lot of effort on your part to design a complex encounter, but here the work is done for you. The monster tactics take advantage of the maps provided, ensuring that the battles range over large sections of the map terrain.

Printed on the inside cover of this product are small reproductions of the maps showing key numbered locations as well as monster locations. For obvious reasons, your players should not be allowed to view these small maps.

If you decide not to run the *Dragondown Grotto* adventure, you can freely adapt the battle maps to other encounters in your own campaign.

Some of the labels on the battle maps are intended for the D&D *Miniatures Game* only. These include areas marked "Start Area," "Exit," and "Victory Area." Area tags for the RPG adventure have been deliberately left off the battle maps, although they appear on the small maps on the inside covers of this booklet.

Difficult Terrain: Squares marked with a light-colored triangle are considered difficult terrain. Each square of difficult terrain costs 2 squares to move into (3 squares if it's a diagonal move).

For Skirmish Play: The maps in this product are carefully designed for fast and exciting miniatures play. You can use these maps for any D&D *Miniatures* games and in sanctioned miniatures tournaments.

Refer to page 16 for specifics on using these maps with official D&D miniatures.

ADVENTURE BACKGROUND

An evil sorcerer has a cunning plan. He hopes to reawaken the bones of an ancient dracolich and appease it with a sacrifice of dragon eggs. After much searching, the sorcerer has discovered a draconic nursery dedicated to the youth of dragonkind. However, the sorcerer's minions haven't managed to procure him enough eggs or hatchlings to bring his plan to fruition, so he decides to dupe a few heroes into doing his dirty work for him.

CHOOSING AN ADVENTURE HOOK

As the DM, you must decide how the player characters (PCs) become involved in the adventure. Several alternatives are presented below:

Dragon Egg Rescue: The sorcerer Targan Klem has learned of a secret underground complex where vile servants of Tiamat (the evil god-queen of dragons) keep dragon eggs and raise young dragons, selling them to evil masterminds who desire dragon mounts and servants. Using a *potion of undetectable alignment* to obscure his evil nature, the sorcerer offers the player characters 500 gp for every dragon egg they rescue from this nursery. Although this might not seem like much of a reward, Targan assures the PCs there are a good number of eggs, as well as other treasures, in the complex.

If You Choose This Hook: The adventure assumes that you use this option. Few if any modifications are needed to adapt the adventure to your campaign world.

Eggs over Extortion: The sorcerer Targan Klem abducts one or more of the PCs' close friends and threatens dire measures if the heroes refuse to venture into the nursery and steal several eggs for him.

If You Choose This Hook: This hook sets up the sorcerer as an adversary immediately. Thus, when Targan betrays the PCs at the end of the adventure, it should come as no surprise.

Nursery Rumors: The PCs learn of the nursery on their own, through rumor or legend (or simply by stumbling upon it) and explore it in search of treasure and dragon eggs. At some point, they encounter the evil sorcerer as he attempts to claim the dragon eggs. The PCs might even save Meepo and the nursery's other guardians from Targan's assault.

If You Choose This Hook: The party's first encounter with Targan is probably a hostile one, since the sorcerer is determined to snatch the dragon eggs from the nursery or wrest them from the PCs' clutches. The remainder of the adventure can be played as written.

REUSING THE MAPS

All the encounters described in this adventure booklet unfold on the miniatures-scale battle maps included in this product. Although the maps in each *Fantastic Locations* product emphasize specific terrain elements that allow for more exciting and compelling battles, they are quite versatile, and we encourage you to use them more than once. For example, the maps can be used to represent other outdoor sites and underground complexes later in your campaign.

Check the Wizards of the Coast website, RPGA adventures, and the pages of *Dungeon*® magazine for variant encounters using the *Fantastic Locations* maps.

1: Spawnscale Nursery

The first part of this adventure takes place in an underground stronghold known as the Spawnscale Nursery.

Kobolds have always had an affinity for dragons. One notable kobold has taken his draconic devotion a step further, creating a haven for dragon eggs and a safe place to raise dragon wyrmlings. Meepo the Dragonlord finds abandoned or stolen eggs, rescues them, and brings them to the Spawnscale Nursery to hatch and grow in a safe environment. Despite their differing alignments, dragons raised by Meepo generally get along, and the little dragonlord takes special delight in turning chromatic wyrmlings away from the path of evil.

The Spawnscale Nursery has come under attack more than once, and until recently the kobold has managed to single-handedly defend it—but he could not repel the recent arrival of Korak Fourclaw, a hobgoblin Talon of Tiamat. With the aid of several hobgoblins and blackscale lizardfolk mercenaries, Korak has seized control of the complex. Meanwhile, Meepo has trapped himself in the egg hatchery, determined to protect his charges.

Targan Klem approaches the PCs with a proposition (see Choosing an Adventure Hook, on the previous page) and gives them directions to the canyon that contains the Spawnscale Nursery. The heroes must find their way into the complex while overcoming or avoiding Korak's mercenaries and other wandering monsters. Once there, the sorcerer hopes the PCs slay everyone inside and bring him dragon eggs.

The evil sorcerer offers to meet the PCs just outside the valley near the nursery entrance, bringing their payment for a job well done.

Wilderness Encounters

Various creatures inhabit the canyon in which the Spawnscale Nursery is located. Use the table below to determine random encounters for the PCs as they search for the entrance to the nursery or once they leave the nursery. These wilderness encounters are relatively easy for a group of four 10th-level characters but might drain some of the party's resources.

d%	Encounter	EL
01–10	2 digesters (MM 59) *These creatures scour the canyon for easy prey.*	8
11–24	1 dire tiger (MM 65) *Ousted from its lair by the dragon Sekkatrix, the tiger attacks the PCs as they encroach upon its new territory.*	8
25–40	2 wyverns (MM 259) *These creatures are searching for Dragondown Grotto and attack any nondragons on sight.*	8
41–60	2 hill giants (MM 123) *These giants wandered into the canyon several days ago. They laugh as they hurl rocks at the PCs.*	9
61–75	4 owlbears (MM 206) *This pack nested in the Forest Cliff Lair area until the ogre barbarians (area 9) moved into the valley.*	8
76–80	1 treant (MM 244) *Once an inhabitant of the sacred circle in the Forest Cliff Lair region, this guardian has gone mad with anger over Sekkatrix's invasion.*	8
81–100	4 air mephits and 4 dust mephits (MM 181) *These pests demand tribute for safe passage through the canyon: 500 gp worth of treasure per character.*	8

Finding the Entrance

The PCs can follow Targan's directions and safely reach the canyon in which the Spawnscale Nursery is located. The sorcerer cannot give them exact directions to the cave entrance since he has never been there personally.

The canyon is 20 miles long, half a mile wide, and filled with trees and other flora. The canyon's sheer walls descend 500 feet, and a stream runs along the bottom. The main entrance to the Spawnscale Nursery is built into the eastern wall of the canyon, about 20 feet above the canyon floor.

For every hour the PCs spend in the canyon searching for the entrance, there is a 50% chance that a wandering monster encounter occurs. The chance drops to 25% if the PCs are not on the move (camping, for example). The heroes must succeed on a DC 15 Survival check to discover the cave entrance. They can make one check each hour, and they receive a +1 bonus for every hour they search beyond the first one.

When the PCs discover the entrance to the Spawnscale Nursery, read or paraphrase the following text.

The forest parts as you approach the eastern wall of the canyon. The ground rises, forming a natural bulge in the earth, at the height of which you see a wide cave mouth half-hidden by boulders and shielded by a heavy stone overhang.

The area immediately outside the cave mouth is clear, but the surrounding terrain has plenty of boulders, twisted trees, and fallen limbs that can provide cover for the PCs' approach. Characters who peer into the cave see a wide, rough-hewn staircase that curls to the north and descends into darkness.

A character who has the Track feat can search for tracks near the cave entrance; on a successful DC 18 check, the character detects tracks belonging to several Large bipedal reptiles (actually four blackscale lizardfolk) as well as a set of human-sized boot prints (actually hobgoblin tracks), all made within the past day or two. The tracks lead to and from the cave entrance.

Encounters in the Nursery

PCs can enter the cave mouth and reach the bottom of the wide, rough-hewn stairs without incident. At that time, have the players place their characters' miniatures in the area marked 1 on the small map.

Ceilings in the Spawnscale Nursery are 15 feet high except in area 2, where the ceiling is 40 feet high.

1. Start Area (EL 10)

The staircase descends 100 feet and ends before a 15-foot-wide landing. Two dragon statues perch atop stone platforms in corners of the staircase.

A successful DC 20 Knowledge (arcana) check reveals that the dragon on the left depicts a gold dragon, and the statue on the right resembles a black dragon. The statues do not radiate magic.

Trap: The steps between the dragon statues conceal an unwelcome surprise for unwary visitors. Anyone who walks on the steps directly between the statues springs a mechanical trap, causing the black dragon to spew forth a 25-foot-long line of green acid that fills those squares. A character can bypass the trapped stairs by not stepping on them (perhaps making Climb or Jump checks to move behind the statues). The walls are smooth stone.

Acid Spray Trap: CR 10; mechanical; location trigger; repair/refill reset; acid sprays from the black dragon's mouth (20-ft. line, 10d6 acid, Reflex DC 25 half); Search DC 25; Disable Device DC 30.

Development: The trap is old and has been known to spring itself on occasion, so the blackscale lizardfolk in area 3 won't investigate unless the PCs make an inordinate din when dealing with the trap.

2. NAVE OF DRAGONS

Twelve pillars support the 40-foot-high arched ceiling of this dark, cavernous chamber. Ten of the pillars are sculpted to resemble dragons, and the remaining two pillars are featureless and bare. The room also contains four statues positioned near various exits, each statue carved in the likeness of a reptilian humanoid. Splashes of color on the scratched and muddy floor suggest the presence of a cracked and faded mosaic.

At one time, this chamber housed scores of dragon worshipers, but now it is empty. A mosaic depicting Tiamat once adorned the floor, but now most of it has been worn away by time or covered in dirt and dust.

Five of the six pillars in each row are carved to resemble a dragon curling up toward the ceiling. The southernmost row depicts each of the chromatic dragons (black, blue, green, red, and white), and the northernmost pillars resemble the metallic dragons (brass, bronze, copper, gold, and silver). The pillars to the extreme southwest and northeast are featureless and bare.

The final decorations in the nave include four statues, two flanking the entrance to the south and two flanking the large doors to the north. A fifth statue can be seen off to the east. These statues are nonmagical and resemble humanoids with draconic heads, claws, and legs.

The eastern and western exits have been blocked by rock falls (for purposes of this adventure), closing off the complex to whatever larger area once existed. Attempts to excavate these areas trigger further collapse.

Development: Sounds are amplified in the nave. Loud noises or voices speaking in languages other than Draconic automatically alert the blackscale lizardfolk in area 3 and the hobgoblins in areas 4 and 5.

3. BLACKSCALE BARRACKS (EL 9+)

Korak did not conquer the nursery alone. These areas contain several blackscale lizardfolk mercenaries employed by the hobgoblin. Shoved into cramped quarters, these large, amphibious creatures are angry and miserable; only their fear of Korak keeps them in line.

Creatures: Eight blackscale barbarian mercenaries inhabit these rooms. Their specific locations are marked on the small map. Squeezing through a narrow doorway costs the blackscale lizardfolk an extra square of movement due to their size.

The band's leader, Sslarvag, dwells in area 3A and is described there.

Blackscale Lizardfolk Barbarians (8): hp 73 each; *MM III* 95.

BLACKSCALE BARBARIANS (8) CR 7

Male and female blackscale lizardfolk barbarian 4
N Large monstrous humanoid (reptilian)
Init +4; **Senses** darkvision 60 ft.; Listen +4, Spot +6
Languages Draconic

AC 21, touch 10, flat-footed 21; uncanny dodge (–1 size, +1 Dex, +4 armor, +7 natural)
hp 73 (8 HD)
Fort +8, **Ref** +6, **Will** +5

Speed 50 ft. (10 squares)
Melee +1 *greataxe* +14/+9 (3d6+9/[ts]3) or
Melee 2 claws each +13 (1d6+6) and bite +11 (1d6+3)
Ranged javelin +13 (1d8+6)
Space 10 ft.; **Reach** 10 ft.
Base Atk +8; **Grp** +18
Atk Options Power Attack, rage 2/day (8 rounds)
Special Actions hold breath (64 rounds)
Combat Gear 2 *potions of bull's strength*

Abilities Str 22, Dex 12, Con 16, Int 8, Wis 11, Cha 7
SQ trap sense +1
Feats Improved Initiative, Multiattack, Power Attack
Skills Balance +3, Jump +12, Listen +4, Spot +6, Survival +7, Swim +6
Possessions combat gear plus chain shirt, +1 *greataxe*, 3 javelins

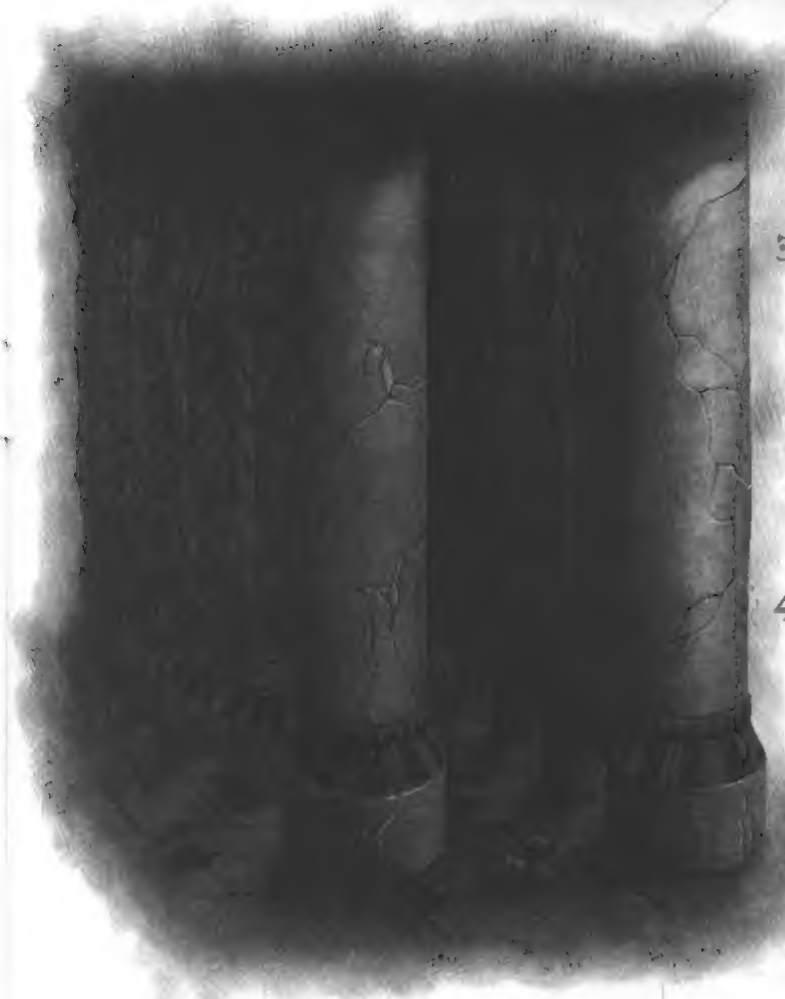
Hook "You defile this sanctuary with your presence!"

When raging:
AC 19, touch 8, flat-footed 21
hp 89
Fort +8, **Will** +7
Melee +1 *greataxe* +16/+11 (3d6+11/[ts]3) or
Melee 2 claws each +15 (1d6+8) and bite +13 (1d6+4)
Abilities Str 26, Con 20
Skills Jump +14, Swim +8

Tactics: The blackscale barbarians hurl their javelins before flying into a rage and charging their closest foes. They attempt to move out of their cramped quarters into the nave (area 2), using their reach to best advantage. Against armored opponents, they stay 10 feet away; when battling lightly armored opponents or obvious spellcasters, they move in close, making it difficult for their smaller foes to maneuver and cast spells. When flanking a spellcaster, one barbarian might ready an action to attack if the spellcaster tries to cast a spell, hoping to disrupt its casting.

If the battle spills into the nave, there is a 75% chance each round that the remaining lizardfolk come to investigate. Since the blackscale lizardfolk have been known to fight each other on occasion, only unusual sounds (explosions and shouts in Common, for example) alert the rest of the complex.

Development: Sslarvag automatically investigates any disturbance in the western barracks but only comes to the aid of the eastern area if the rest of the mercenaries in the western guardroom do so.



3A. SSLARVAG'S LAIR (EL 7)

This area is covered with wet mud and puddles of dank, stale water. Unpleasant to most humans, it is a rare bit of comfort for the lizardfolk within.

Creature: The leader of the mercenaries is a blackscale lizardfolk named Sslarvag. He is not significantly different from his followers except that he has better equipment (see below). He has grown to dislike Korak and the Talons of Tiamat. If the PCs attempt to negotiate with Sslarvag before he rages, treat his initial attitude is unfriendly. Characters who adjust his attitude to indifferent (see the Diplomacy skill description) can persuade Sslarvag to break off combat and lead his blackscale kin out of the complex.

Sslarvag knows every inch of the complex and also knows that Meepo is a prisoner in the nursery. Unfortunately for him, once battle begins, Sslarvag might have little choice but to fight alongside his followers.

SSLARVAG, BLACKSCALE LEADER — CR 7

Statistics as above, with the following changes:
Languages Common, Draconic
AC 23, touch 10, flat-footed 23
(–1 size, +1 Dex, +6 armor, +7 natural)
Melee *+1 keen greataxe* (3d6+9/19–20/[ts]3)
Ranged *javelin of lightning* (120-ft. line, 5d6 electricity, Reflex DC 14 half)
Possessions: *+2 chain shirt, +1 keen greataxe,* 3 *javelins of lightning,* 2 *potions of bull's strength,* 3 javelins, large key (opens the door in area 3B), small key (opens the chest in area 3B).

Tactics: If the battle is joined and the Talons of Tiamat enter the fray, Sslarvag might "accidentally" hit one or more of the Talons with his *javelins of lightning* while lining up PCs as targets. A successful DC 10 Sense Motive check verifies Sslarvag's hatred for the Talons.

3B. HIDDEN TREASURE

When Sslarvag discovered this locked cubicle, he decided to store the mercenaries' pay and the band's other valuables here rather than in his sleeping area. He trusts his own warriors not to steal the treasure, but he suspects that Korak might try to steal their pay. The door is locked (Open Lock DC 25), and Sslarvag carries the only key.

Treasure: Five watertight sacks are in the room, each containing a collection of gems. The hoard is worth 4,000 gp. In addition, a small locked chest (Disable Device DC 30) contains 200 pp and a *Quaal's feather token* (swan boat). Sslarvag carries a key to the chest.

4. TALONS OF TIAMAT (EL 10)

The Talons of Tiamat are hobgoblins devoted to the worship of the evil deity of dragons and the assistance of evil dragonkind in general. When their leader, Korak Fourclaw, learned of the Spawnscale Nursery, he leaped at the chance to enter the ancient complex. He has stationed his followers in the northwest barracks and the open area north of there.

Creatures: Three Talons of Tiamat occupy each area. The ones in the barracks sleep on the bedrolls laid out on the floor, trusting their kin and the blackscale lizardfolk to guard the nursery. The hobgoblins stationed outside the barracks are alert and investigate disturbances in area 2 or 3. If the PCs are careful, they should be able to fight one group at a time.

Development: If the player characters somehow engage the Talons without first dispatching the blackscale lizardfolk, there is a cumulative 20% chance per round of combat that one or two of the blackscale lizardfolk mercenaries come to investigate. Since the blackscales hate the hobgoblins, however, the mercenaries attack the Talons if given the opportunity, assuming the PCs do not earn their animosity. If the PCs dispatch the Talons and don't do any serious damage to the blackscales, the hulking lizardfolk (and their leader) withdraw from the complex without a fight.

TALONS OF TIAMAT (6) — CR 6

Male hobgoblin fighter 5/talon of Tiamat* 1
* Prestige class described in *Draconomicon*
LE Medium humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; Listen +2, Spot +3
Languages Common, Draconic, Goblin

AC 19, touch 13, flat-footed 16; Dodge, Mobility
(+3 Dex, +1 natural, +5 armor)
hp 48 (6 HD)
Fort +8, **Ref** +6, **Will** +5

Speed 30 ft. (6 squares)
Melee mwk heavy mace +10 (1d8+3)
Ranged javelin +8 (1d6+3)
Base Atk +5; **Grp** +8
Atk Options Combat Reflexes
Special Actions breath weapon
Combat Gear *potion of heroism*

Abilities Str 16, Dex 16, Con 14, Int 12, Wis 10, Cha 8
Feats Alertness, Combat Reflexes, Dodge, Iron Will, Mobility, Spring Attack, Weapon Focus (heavy mace)
Skills Knowledge (arcana) +5, Intimidate +7, Listen +2, Move Silently +5, Speak Language (Draconic), Spot +3
Possessions combat gear plus *+1 chain shirt*, masterwork heavy mace, 3 javelins, *amulet of natural armor +1*

Breath Weapon (Su) 30-foot cone of cold, once per day, 3d6 cold, Reflex DC 17 half.

Hook "Feel the sting of the dragon queen!"

Tactics: Used to fighting as a team, the Talons of Tiamat use their Mobility and Spring Attack feats to move in and out of danger, drinking their *potions of heroism* if they feel threatened and using their javelins against foes beyond their reach. The Talons prefer to overlap their breath weapons when possible, catching one or more enemies in multiple cones during the same round. Often, they use their breath weapons on an already injured individual to finish him off.

Once combat is joined, there is a 25% chance per round that one hobgoblin tries to escape and raise reinforcements.

5. Old Sacristy (EL 10)

This area appears cleaner than the rest of the complex. The hobgoblin leader, Korak Fourclaw, claimed the old sacristy as his headquarters and forbids anyone other than his Talons from entering it. If the PCs enter this area from the south without alerting Korak to their presence, read or paraphrase the following text.

A burbling fountain with a dragon-headed spout sits against the north wall. The floor here is clean of mud and dirt, as if it has been meticulously swept and polished. From the east comes a muttering sound and the smell of burning incense.

The fountain contains clean, drinkable water. The rooms to the east are in ruin and disarray.

Creatures: If the PCs enter the chamber without alerting Korak to their presence, they see a large hobgoblin in armor and priestly robes in the northeastern room, kneeling in the center of the floor. Incense burns around him as he bobs his head and chants. If anyone in the party speaks Draconic, they understand him as saying, "Mother of dragons, strengthen my arm. Mother of dragons, sharpen my claws. Mother of dragons, lend me your breath," over and over again.

This is Korak Fourclaw, named for the loss of one finger on his left hand. Korak leads the Talons of Tiamat and is a Talon priest himself.

Korak Fourclaw, Talon Priest — CR 10

Male hobgoblin cleric 5/talon of Tiamat* 5
* Prestige class described in *Draconomicon*
LE Medium humanoid (goblinoid)
Init +7; **Senses** darkvision 60 ft.; Listen +5, Spot +5
Languages Common, Draconic, Goblin

AC 22, touch 14, flat-footed 19
(+3 Dex, +2 natural, +6 armor, +1 deflection)
hp 76 (10 HD)
Fort +10, **Ref** +5, **Will** +8

Speed 30 ft. (6 squares)
Melee *+1 flaming heavy mace* +10/+5 (1d8+6 plus 1d6 fire)
Base Atk +6; **Grp** +9
Atk Options smite 1/day (+4 attack, +7 damage), spontaneous casting, summon augmented monsters
Special Actions breath weapons
Combat Gear 2 *potions of cure serious wounds*, *wand of hold person* (10 charges, Will DC 13 negates)
Cleric Spells Prepared (CL 7th):
4th—*confusion*[D] (DC 17), *summon monster IV*
3rd—*contagion*[D] (DC varies), *dispel magic*, *searing light* (+9 ranged touch), *summon monster III*
2nd—*cure moderate wounds*, *cure moderate wounds*, *death knell*, *enthrall* (DC 15), *invisibility*[D]
1st—*bane*, *cure light wounds*, *cure light wounds*, *disguise self*[D], *obscuring mist*, *sanctuary* (DC 14)
0—*cure minor wounds* (2), flare (DC 13), *resistance*, *virtue*
D: Domain spell. Domains: Destruction, Trickery

Abilities Str 16, Dex 16, Con 14, Int 12, Wis 16, Cha 12
Feats Augment Summoning, Combat Casting, Improved Initiative, Persuasive
Skills Bluff +7, Concentration +13, Intimidate +11, Knowledge (arcana) +5, Listen +5, Spot +5
Possessions combat gear plus *+2 chain shirt*, *+1 flaming heavy mace*, *amulet of natural armor +2*, *ring of protection +1*

Breath Weapons (Su) Korak can use each of these breath weapons once per day: a 30-foot cone, 3d6 cold, Reflex DC 17 half; a 60-foot line, 4d8 acid, Reflex DC 17 half; and a 30-foot cone of corrosive gas, 10d6 acid, Reflex DC 17 half. After using one breath weapon, Korak can't use another for 1d4 rounds.

Hook "I serve Tiamat. For her greater glory and our mutual pleasure, I will destroy you utterly."

Tactics: Although he is extremely arrogant and self-possessed, Korak does not want to fight the party alone. If he can, he retreats into the southern part of the old sacristy, possibly using *invisibility* or *sanctuary*, and bolts the door (break DC 25). He then begins summoning creatures to help him, taking full advantage of his Augment Summoning feat. He uses his summoned monsters to hold off foes while he casts spells such as *confusion* and *searing light*. If he sees an opportunity to use his *death knell* spell or a breath weapon, he seizes it.

6. Ruined Temple Library

Spider webs, dusty furnishings, and scattered papers lie amid the dust and ruin of this room. The northern alcove contains some tables and chairs. The southern area holds three rows of wooden shelves that have warped and rotted with age.

This area has remained largely untouched for centuries. The blackscale lizardfolk avoid it, for when any living creature enters the library, soft whispering voices fill the air. A successful DC 23 area dispel silences the voices for 2d4 rounds. Most of the books and papers found here disintegrate when touched. However, a thorough search of the library (Search DC 25) uncovers an ancient, undamaged tome that has withstood the ravages of time (see Treasure below).

Treasure: The undamaged book is a *tome of leadership and influence +1*.

7A. Chilled Egg Nursery

Cold air blows into this room through tiny holes in the ceiling, creating an icebox. Four dragon eggs rest atop a bed of ice in the northeast corner.

This nursery currently holds four living dragon eggs: two silver dragon eggs and two white dragon eggs. A thin, icy glaze coats the floor, and any creature that attempts to move through the room must succeed on a DC 5 Balance check or fall prone.

Meepo was forced to leave these eggs unguarded, and Korak has not yet given orders to have the silver dragon eggs destroyed.

7B. HEATED EGG NURSERY (EL 10)

The doors to this nursery are not locked. However, the room's inhabitants cannot leave without incurring the wrath of Korak and his minions. When the PCs open the doors to the heated nursery, read or paraphrase the following text.

This room is uncomfortably warm, heated by steam issuing from vents in the floor. Colorful clusters of dragon eggs lie atop beds of sand and straw. In the middle of the room stands an armored kobold brandishing a short sword.

Korak Fourclaw didn't want to risk angering Tiamat by slaying the kobold dragonlord, so he has effectively confined Meepo and his charges to this room.

The nursery currently holds twenty-two living dragon eggs: three black, two blue, two brass, three bronze, three copper, two gold, four green, and three red. In addition, Meepo keeps four stillborn dragon eggs—two black, one red, and one silver—in one corner (see Development).

Creatures: Meepo, the kobold dragonlord, stands ready to defend his charges against any incursion. Although he would prefer to negotiate with intruders, he fears outsiders and is accustomed to fending off treasure hunters and dragon slayers. Unless the PCs have come at him completely by surprise (very difficult), he has instructed a pair of very young dragons to hide in piles of sand and straw to help him defend the eggs. A very young silver dragon named Argenta hides in the square in front of the western door, and a very young black dragon named Splatterfang hides in the square in front of the eastern door. Spotting them requires a successful Spot check against the dragons' respective Hide checks.

Argenta and Splatterfang have better than average hit points due to Meepo's care. Also, Splatterfang's alignment is currently neutral (rather than chaotic evil) because of the kobold's influence. Only Meepo can call them off once the battle begins.

MEEPO, DRAGONLORD CR 8

Male kobold fighter 8
LN Medium humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft.; Listen +1, Spot +1
Languages Common, Draconic

AC 24, touch 12, flat-footed 23
(+1 size, +1 Dex, +1 natural, +8 armor, +3 shield)
hp 53 (8 HD)
Fort +6, **Ref** +4, **Will** +3

Speed 20 ft. (4 squares)
Melee *+1 flaming short sword* +13/+8 (1d4+6 plus 1d6 fire)
Base Atk +8; **Grp** +6
Combat Gear 3 *potions of bull's strength*, 3 *potions of cure serious wounds*

Abilities Str 14, Dex 14, Con 12, Int 10, Wis 8, Cha 13
Feats Alertness, Dodge, Dragonfriend*, Iron Will, Natural Leader (+4 rally checks), Skill Focus (Diplomacy), Weapon Focus (short sword), Weapon Specialization (short sword)

* The Dragonfriend feat grants Meepo a +4 bonus on Diplomacy checks made against dragons, a +2 bonus on Ride checks when riding dragons, and a +4 bonus on Will saves against the frightful presence of good dragons.

Skills Craft (trapmaking) +2, Diplomacy +9 (+13 with dragons), Listen +1, Ride +3 (+5 on dragons), Search +2, Spot +1
Possessions combat gear plus white dragonhide full plate, *+1 white dragonhide heavy shield*, *+1 flaming short sword*, sack containing 600 gp and 600 sp, small pouch of gems (1,000 gp total), leather map (see Development)

Hook Unusually assertive for a kobold, but twitches and looks around quickly as he talks.

ARGENTA CR 5

Female very young silver dragon
LG Medium dragon (cold)
Init +0; **Senses** blindsense 60 ft., darkvision 120 ft.; Listen +17, Spot +17
Languages Common, Draconic, Elven

AC 19, touch 10, flat-footed 19
(+9 natural)
hp 105 (10 HD)
Immune acid, cold, magic sleep, paralysis
Weakness vulnerability to fire
Fort +9, **Ref** +7, **Will** +9

Speed 40 ft. (8 squares), fly 150 ft. (poor)
Melee bite +12 (1d8+2) and
2 claws each +10 (1d6+1) and
2 wings each +10 (1d4+1)
Base Atk +10; **Grp** +12
Atk Options Flyby Attack, Wingover
Special Actions alternate form, breath weapon

Abilities Str 15, Dex 10, Con 15, Int 14, Wis 15, Cha 14
SQ cloudwalking
Feats Alertness, Flyby Attack, Multiattack, Wingover
Skills Bluff +15, Diplomacy +6, Disguise +15 (+17 acting in character), Hide +13, Intimidate +17, Jump +15, Listen +17, Move Silently +13, Search +15, Sense Motive +15, Spot +17

Alternate Form (Su) Argenta can assume any animal or humanoid form of Medium or smaller size three times per day; see *MM* 87.
Breath Weapon (Su) Once every 1d4 rounds, either 30-foot cone of cold, 4d8 cold, Reflex DC 17 half; or 30-foot cone of paralyzing gas, lasts 1d6+2 rounds, Fortitude DC 17 negates.
Cloudwalking (Su) *MM* 87.

Hook Likes to assume the form of a kobold.

SPLATTERFANG CR 4

Male very young black dragon
N Small dragon (water)
Init +0; **Senses** blindsense 60 ft., darkvision 120 ft.; Listen +12, Spot +12
Languages Draconic

AC 17, touch 11, flat-footed 17
(+1 size, +6 natural)
hp 72 (7 HD)
Immune acid, magic sleep, paralysis
Fort +6, **Ref** +5, **Will** +5

Speed 60 ft. (12 squares), fly 100 ft. (average), swim 60 ft.

Melee bite +9 (1d6+1) and
2 claws each +4 (1d4)
Base Atk +7; **Grp** +4
Atk Options Flyby Attack, Wingover
Special Actions breath weapon

Abilities Str 13, Dex 10, Con 13, Int 8, Wis 11, Cha 8
SQ water breathing (*MM* 71)
Feats Alertness, Flyby Attack, Wingover
Skills Hide +14, Listen +12, Move Silently +10, Search +9, Sense Motive +10, Spot +12, Swim +11

Breath Weapon (Su) 40-foot line of acid, once every 1d4 rounds, 4d4 acid, Reflex DC 14 half.

Hook Hisses at anyone other than Meepo.

Tactics: If the PCs fight Meepo, he and the young dragons defend the area to the death. Because of the number of eggs in the nursery, the dragons must exercise caution when using their breath weapons, aiming them away from the eggs. Argenta attempts to engulf foes with its cone of paralyzing gas (which has no effect on the eggs). Meanwhile, Meepo and Splatterfang seize the opportunity to dispatch paralyzed foes quickly.

If things go badly and the PCs refuse to negotiate, Meepo might instruct his dragons to each grab an egg and flee. Meepo does his best to hold off the PCs while the dragons make good their escape.

Treasure: Meepo carries a leather map that shows the relative locations of the Spawnscale Nursery, the Dragon Graveyard, the Forest Cliff Lair, and Dragondown Grotto.

Development: If the PCs realize they shouldn't be battling the kobold guardian (perhaps when they see a black dragon and a silver dragon fighting side by side) and try to stop the fight, Meepo agrees to talk as long as one or both of the dragons are alive.

If the PCs negotiate with Meepo, read or paraphrase the following text.

The small kobold shows none of the cringing, cowardly mannerisms of his brethren, but you do detect fear in his voice as he says, "Big folk come to nursery, eh? Things get worse for Meepo and the dragon eggs. What it take for you to leave us in peace?"

Meepo never loses sight of his main goal, which is to protect his dragon charges. He knows about the sorcerer Targan Klem and his cowardly attempts to steal dragon eggs, and he both hates and fears Korak Fourclaw (area 5). Meepo feels bad for the blackscale lizardfolk mercenaries, but if the PCs killed them on their way in, he won't hold a grudge.

If Meepo can persuade the PCs to defeat the sorcerer attempting to steal his dragon eggs, he gives them his leather map and as much of his money as they want. He also reveals what he knows of the Targan Klem's plan:

"Klem evil!" the kobold spits in disgust. "He come to me and demand dragon eggs. I know what he want them for! He want to sacrifice dragon eggs to bring back Tsaggest Darkweld!" Meepo shudders in horror. "The dracolich!"

In the little time he's had to prepare to fight Targan Klem, Meepo has collected some valuable information. He knows where the sacrifice ritual must take place (Dragondown Grotto), and he knows of two powerful magic items that can be used to battle Klem and, if need be, the dracolich. These items—the Egg of Bahamut and Egg of Tiamat—can be used to summon aspects of the dragon gods. The two aspects, Meepo explains, hate each other, but both love dragonkind. They are willing to fight anything as corrupt as a dracolich—or a sorcerer willing to resurrect one. Meepo believes that the Egg of Bahamut can be found with the green dragon Sekkatrix in the Forest Cliff Lair (Chapter 2), and he thinks the Egg of Tiamat lies somewhere in the Dragon Graveyard (Chapter 3).

Whether or not the PCs decide to retrieve the Egg of Bahamut and the Egg of Tiamat, they still have to deal with Targan Klem when they leave the complex. Meepo can show them a secret exit that takes them out of the Spawnscale Nursery and back into the canyon. If they follow this hidden tunnel, they will be well on their way to the Forest Cliff Lair—but if they go that way, Klem will know very soon that they have betrayed him and will begin searching for them. Meepo also keeps a collection of four stillborn dragon eggs. The PCs can deliver them to Targan Klem and fool the sorcerer long enough to get a head start to either the Forest Cliff Lair or the Dragon Graveyard.

Assuming the Talons of Tiamat have been defeated, Meepo intends to get whatever help he can to relocate the rest of the dragon eggs to a safer location. Assuming the PCs have treated him fairly, he might send word to them later on so that they can come visit him and his draconic charges.

2: Forest Cliff Lair

A shallow stream flows the length of the canyon where the Spawnscale Nursery and Forest Cliff Lair are located. The stream then plunges over a steep cliff. Behind the waterfall is a cavern—the home of Sekkatrix, a young adult green dragon. She has set herself up as queen of the region, and intelligent creatures in the area pay tribute to her.

The characters might be drawn to this area in search of the Egg of Bahamut, as described by Meepo (area 7) or as scribed on the kobold's map.

Killing Meepo and Delivering the Eggs

If the PCs kill Meepo and the two dragons, the adventure can be salvaged. First, the PCs find Meepo's map to the other locations among the kobold's belongings. In addition to the four locations marked on the map (Spawnscale Nursery, Forest Cliff Lair, Dragon Graveyard, and Dragondown Grotto), the words "Egg of Bahamut" are written in Common next to the Forest Cliff Lair, and the words "Egg of Tiamat" are written in Common next to the Dragon Graveyard. On the back of the map, Meepo has written the following in Draconic: "Targan Klem bring back dracolich? No! The Eggs of Bahamut and Tiamat can stop him!"

When the heroes leave the Spawnscale Nursery with dragon eggs in tow, Targan Klem meets them as agreed. After he collects the eggs and makes good on his payment, he teleports away. If the PCs somehow prevent him from leaving, Targan's black dragon companion (see page 15) shows up to help him to escape.

JOURNEY TO THE LAIR

Getting from the Spawnscale Nursery to the Forest Cliff Lair requires a day's travel on foot. Feel free to arrange one or more encounters with wandering monsters, using the table on page 3 to determine what, if anything, the PCs encounter. PCs following Meepo's map eventually come to the shallow, winding stream and the western edge of the Forest Cliff Lair map.

ENCOUNTERS IN THE LAIR

Once the characters reach the Forest Cliff Lair, have the players place their miniatures in the area marked 8 on the small map.

8. START AREA

Once the players place their miniatures on the battle map, read or paraphrase the following text.

Through the trees ahead, you see a rushing stream, a ring of 10-foot-tall standing stones, and the craggy face of a cliff. You also hear the roar of the waterfall. The air holds the scent of pine, and a light mist dampens your faces and clothes.

Ogre barbarians loyal to Sekkatrix patrol the woods and make their camp near the standing stones. If the PCs approach incautiously, they attract the attention of the ogres. If the PCs approach carefully, however, the sounds of nature and the waterfall shield them until they move into areas 9 or 10.

9. OGRE PATROLS (EL 9+)

If the PCs do not approach these areas cautiously, read or paraphrase the following text when they are within 20 feet of any of the patrols marked on the map.

A hideous ogre leaps toward you, howling with rage. It wears hide armor made of crudely stitched dragon skins and wields a massive greatclub.

If the PCs approach cautiously, use this text:

Two burly ogres stand guard in the woods near the stream. They wear hide armor made of crudely stitched dragon skins. In addition to a heavy greatclub, each ogre carries has a blowing horn.

The water in the stream moves quickly. Any Medium or smaller creature that ends its turn in a water-filled square not marked by a difficult terrain symbol must succeed on a DC 15 Swim check or be swept 10 feet downstream. If a character hits the rocks marked as difficult terrain on the map, that character takes 2d6 points of bludgeoning damage from the impact and is knocked prone.

Creatures: Two pairs of 4th-level ogre barbarians patrol the wilderness. Their starting locations are marked on the small map. Each ogre carries a horn that it can use to raise the alarm.

Ogre Barbarians (4): hp 79 each; *MM* 199.

Tactics: When an ogre patrol comes upon the PCs, one ogre attacks the most heavily armored PC while the other uses a move action to blow its horn. The remaining ogres move to join the battle as quickly as possible. If the PCs surprise a pair of ogres, however, there is a 50% chance per round that either ogre breaks off combat to spend a move action blowing its horn, and doing so provokes an attack of opportunity. In either case, once combat is joined, the ogres enter a rage. When raging (limit 9 rounds, twice per day), an ogre barbarian has the following changed statistics.

AC 17 (touch 8, flat-footed 17)
hp 95
Melee +1 *greatclub* +18/+13 (2d8+15)
Fort +14, **Will** +4
Abilities Str 30, Con 22
Skills Climb +15, Jump +19

10. BASILISK MONITORS (EL 9)

Four chained basilisks inhabit each of the side entrances to Sekkatrix's lair. The dragon keeps the basilisks well fed, and the ogres avoid them by passing through the waterfall.

Strewn with broken stone, this area appears deserted. A chain clanks, and something scampers out from around a corner.

Creatures: Four basilisks are chained in each of these two areas. Each basilisk can move up to 15 feet from its starting point (as marked on the small map).

Basilisks (4 per area, 8 total): hp 45 each; *MM* 23.

Tactics: The basilisks do not swarm intruders all at once, preferring to attack singly or in pairs. They use the poor illumination and cover of the entranceways to hide their numbers. Each basilisk tries to lure a victim as far inside its chain length as possible before attacking.

Treasure: One of the two basilisk lairs (determined randomly) contains a *dagger of venom* named Greenblade. The dagger lies amid the piles of broken stone (former victims, now turned into statues and consumed). The dagger's name is inscribed on the blade in Elven.

11. BLOOD ROCK

The roar of the waterfall is deafening in this chamber, and every surface is slick with moisture. Much of the floor is stained with blood, or so it seems. Here and there you see the remains of what must be sacrifices—a bone here, a bit of gore there.

ROAR OF THE WATERFALL

The noise of the waterfall (marked by the line of difficult terrain on the western edge of area 11) is so loud that any creature within 10 feet of it gains a +20 circumstance bonus on Move Silently checks but is also deafened. Anyone outside this range but within 5 feet of the blood rock (the red stone in area 11) or on it gains a +10 circumstance bonus on Move Silently checks but takes a –10 penalty on Listen checks.

THE SACRED CIRCLE

Eight 10-foot-tall standing stones surround a 15-foot-diameter sacred circle next to the stream. Any creature that occupies one or more squares inscribed by the sacred circle gains a +2 insight bonus on attack rolls, and such attacks are treated as magic for the purpose of overcoming damage reduction.

Inspection of the floor (Search DC 15) reveals that the 25-foot-square section in the middle is blood rock (naturally crimson-colored stone) but also has dried blood splattered on it. The area of blood rock radiates evil. Even before the dragon moved into the Forest Cliff Lair, evil creatures used this area for sacrifice. Any non-evil creature that remains on the rock for 1 full round suffers the effect of an *inflict light wounds* spell (CL 1st; Will DC 11 half). An evil creature that remains on the blood rock for 1 full round is subject to a *cure light wounds* spell (CL 1st). This effect triggers for every creature on the rock, every round. The green dragon Sekkatrix knows of this effect, which is one of the reasons she chose this lair.

12. Sekkatrix's Lair (EL 11)

Sekkatrix spends most of her time in the eastern part of her lair. She keeps her treasure in the northeast corner, and she receives visitors and accepts tribute in the larger area to the south.

Creatures: Sekkatrix is vain and cowardly. She relies on her ogre and basilisk guardians to keep intruders from reaching her lair. The waterfall interferes with her extraordinary hearing. If an ogre blows its horn, Sekkatrix must succeed on a DC 35 Listen check to hear it. Even if alerted to danger, Sekkatrix remains here. She begins the encounter in the squares marked S on the small map.

Sekkatrix (young adult green dragon): hp 178; *MM* 74.

Sekkatrix **CR 11**

Female young adult green dragon
LE Large dragon (air)
Init +0; **Senses** blindsense 60 ft., darkvision 120 ft.; Listen +19, Spot +17
Aura frightful presence (150 ft., DC 20)
Languages Common, Draconic

AC 25, touch 9, flat-footed 25
(–1 size, +16 natural)
hp 178 (17 HD); **DR** 5/magic
Immune acid, magic sleep, paralysis
SR 19
Fort +14, **Ref** +10, **Will** +12

Speed 40 ft. (8 squares), fly 150 ft. (poor), swim 40 ft.
Melee bite +22 (2d6+6) and
2 claws each +18 (1d8+3) and
2 wings each +17 (1d6+3) and
tail slap +17 (1d8+9)
Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)
Base Atk +17; **Grp** +27
Atk Options Cleave, Combat Expertise, Flyby Attack, Power Attack, Wingover
Special Actions breath weapon
Sorcerer Spells Known (CL 3rd):
1st (6/day)—*protection from arrows, shield, true strike*
0 (6/day)—*daze* (DC 12), *detect magic, mage hand, message, resistance*

Abilities Str 23, Dex 10, Con 19, Int 14, Wis 15, Cha 14
SQ water breathing (*MM* 75)
Feats Cleave, Combat Expertise, Flyby Attack, Power Attack, Weapon Focus (claw), Wingover
Skills Bluff +12, Concentration +14, Diplomacy +6, Hide +16, Intimidate +19, Knowledge (arcana) +7, Knowledge (history) +7, Listen +19, Move Silently +15, Search +17, Sense Motive +17, Spellcraft +10, Spot +17, Swim +21

Frightful Presence (Ex) Creatures with 4 or fewer HD are panicked for 4d6 rounds, creatures with 5 to 16 HD are shaken for 4d6 rounds.

Breath Weapon (Su) 40-foot cone, once every 1d4 rounds, 10d6 acid, Reflex DC 22 half.

Hook Talks down to others unless she is obviously weaker, in which case she takes on an injured, whining tone.

Tactics: If Sekkatrix is attacked here, she makes every effort to retreat to area 11 (to gain the benefit of the blood rock). The only thing that stirs her from that perch is a threat to her treasure or her life.

In battle, Sekkatrix uses Combat Expertise to increase her AC and Flyby Attack to remain out of reach of most of her foes. If possible, she uses *message* to call to her ogre barbarians for help; if she tries this, determine randomly which ogre she attempts to contact (if that ogre is dead, the spell fails).

If reduced to 10 or fewer hit points, Sekkatrix tries to negotiate. She offers items from her hoard in exchange for a truce, but only under rare circumstances offers all her hoard (and even then perhaps not genuinely). She uses her considerable interaction skills to keep the party off balance in any negotiation and tries to stay on the blood rock (area 11) to heal her wounds.

Treasure: As a young dragon, Sekkatrix has only begun collecting her hoard. Items are listed in the order she offers them up, if she has to negotiate for her life.

—The Egg of Bahamut. This smooth, cantaloupe-sized egg appears to be made of platinum and weighs 10 pounds. Sekkatrix doesn't know what it does, but she knows it's magical. A *detect magic* spell reveals a strong conjuration aura. See the Eggs of the Dragon Deities sidebar (page 13) for details.

—Arcane scrolls of *baleful polymorph, cloudkill, hold monster,* and *scrying.*

—Three wondrous items: *pipes of the sewers, slippers of spider climbing,* and a *Heward's handy haversack.* The dragon has no use for these, except as prizes from earlier conquests.

—Coins and gems: Her hoard includes gemstones worth a total of 2,750 gp and 8,473 gp in mixed coinage (silver, gold, and platinum pieces). Sekkatrix only parts with the monetary portion of her hoard if she feels she has absolutely no choice.

Development: Sekkatrix also has some information she can trade in exchange for her life. If she learns the PCs want the egg of Bahamut specifically and that they are traveling to the Dragon Graveyard, she might attempt to barter some of her knowledge of the site in exchange for turning over less of her treasure. Regardless of her situation, however, Sekkatrix has a 25% chance of lying every time she imparts information, and only a successful Sense Motive check against her considerable Bluff modifier can reveal when she tells the truth and when she lies. If the PCs ask Sekkatrix for information about the Dragon Graveyard (or anything else), roll to see if she intends to lie or not; then, if she intends to tell the truth, have the young dragon make a Knowledge (history) check against a base DC of 20. Modify the DC based on the obscurity of the information.

Exiting the Lair

If the PCs succeed in defeating Sekkatrix, they must exit her lair roughly the same way they came in (the eastern edge of the map is a wall of stone for purposes of this adventure). If any of the young dragon's guardians remain, they almost certainly attack, unless the PCs thought to ask the dragon for safe passage (assuming Sekkatrix survived the encounter).

3: DRAGON GRAVEYARD

A great dragon once lived and ruled this part of the world, but that was long ago. The wyrm died, and its servants buried the bones and marked the grave with a great stone plaque. Over the centuries, earthquakes and flash floods have exposed more and more of the burial site. Now, the dragon's final resting place has become a vision of horror, with the ancient wyrm's bones jutting unnaturally out of its grave. Countless lesser dragons have visited the site in the intervening years, looking for the ancient wyrm's long-lost hoard. A few of them came here to die, and their bones are heaped among those of the great wyrm of old.

The six "pillars" near the center of the gravesite are the great wyrm's rib-bones. To the north lie its half-buried left claw and skull. To the south, its tailbones stick up out of the ash. The dragon's right front claw and left rear claw further scar the landscape.

Characters might be drawn here in search of the Egg of Tiamat mentioned by Meepo (or written on his map).

EXPEDITION TO THE GRAVEYARD

Traveling to the Dragon Graveyard should be as easy as following Meepo's map. You should still check for wandering monsters, using the table on page 3 to determine specific encounters. As the PCs draw near, the lush forest gives way to a more desolate landscape. The PCs must climb up a rocky slope between jagged cliff walls to see the final resting place of a once-great dragon.

ENCOUNTERS IN THE GRAVEYARD

When the PCs reach the Dragon Graveyard, have the players place their miniatures in the southwest corner (area 13 on the small map).

13. START AREA

Gray ash covers the ground and chokes the air. Impenetrable walls of jumbled bones rise up out of the blackened landscape. Most of the bones are monstrous in size and shape. Still more bones litter the ground, waiting to be added to the mounds.

The skeletons of countless chromatic and metallic dragons rest here, their bones mingled with each other for eternity. One skeleton of near-impossible size looms over the rest. Its head, claws, ribs, and tail poke up out of the ash, but most of this gigantic creature remains hidden in the ground.

The bone "walls" that divide the graveyard stand 20 feet tall and are maintained by the cadaver collectors in area 14. The bone walls are sturday enough to stand on, and climbing a wall requires a successful DC 15 Climb check. Each 5-foot section of wall has 90 hit points; if reduced to 0 hit points, it collapses into a heap and becomes difficult terrain. Left to its own devices, a cadaver collector can rebuild a destroyed 5-foot section of bone wall in 24 hours.

14. BONE COLLECTORS (EL 12+)

The dragon graveyard might be the home of the dead, but there is activity. Two cadaver collectors prowl the site in search of interlopers to slay, bones to gather, and walls to repair.

Creatures: Two cadaver collectors patrol the graveyard. Neither collector pays any mind to noises elsewhere in the graveyard, but if one or more PCs enter their field of vision, the collectors attack. The cadaver collectors can go anywhere on the map but do not enter squares occupied by bone ribs or bone walls.

Cadaver Collectors (2): hp 123 each; *MM III* 22.

CADAVER COLLECTOR — CR 12

LN Large construct
Init +4; **Senses** darkvision 60 ft., low-light vision; Listen +15, Spot +15
Languages None

AC 29, touch 9, flat-footed 29
(–1 size, +20 natural)
hp 123 (17 HD); **DR** 10/adamantine
Immune magic, construct traits
Fort +5, **Ref** +5, **Will** +8

Speed 40 ft. (8 squares)
Melee 2 slams each +22 (4d8+10)
Space 10 ft.; **Reach** 10 ft.
Base Atk +12; **Grp** +26
Atk Options Cleave, Power Attack
Special Actions breath weapon, improved grab, impale, trample (Reflex DC 28 half)

Abilities Str 31, Dex 10, Con —, Int 5, Wis 16, Cha 14
SQ construct traits (*MM* 307)
Feats Alertness, Cleave, Improved Initiative, Improved Natural Attack (slam), Power Attack, Weapon Focus (slam)
Skills Listen +15, Spot +15

Breath Weapon (Su) 30-foot cone of paralyzing gas (lasts 1 minute or until subject takes lethal damage), once every 1d4 rounds, Fortitude DC 18 negates.
Immunity to Magic (Ex) A cadaver collector is immune to spells or spell-like abilities that allow spell resistance. Spells of 3rd level or lower rebound on the caster automatically. Spells that deal rust damage work normally, and effects that alter stone (such as *stone shape*) deal 1d6 points of damage per spell level. A 4th-level or higher magical attack that deals sonic damage slows a cadaver collector (as the *slow* spell) for 3 rounds. A magical attack that deals electricity damage is absorbed (not rebounded) and heals 1d6 points of damage for every 6 points the attack would have dealt.
Improved Grab (Ex) To use this ability, a cadaver collector must hit with a slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to impale in the following round.
Impale (Ex) If a cadaver collector successfully grapples a Medium or smaller creature, it can attempt to impale the creature on its spikes by making a successful grapple check as a standard action that does not provoke attacks of opportunity. If the creature is impaled, it takes 4d8+15 points of damage and is considered pinned. Each round, the impaled creature takes another 2d6 points of damage as the movement of the cadaver collector causes additional damage. The creature cannot break free unless it succeeds on a DC 28 Strength check, taking an additional 2d8 points of damage if it succeeds; failure results in an additional 4d8 points of damage. An ally can free an impaled creature with a successful DC 20 Strength check. Once a cadaver collector impales a creature, the collector is no longer considered grappled.

Hook Shuffles around seemingly aimlessly until it finds a target, then pursues it single-mindedly.

Tactics: A cadaver collector is intelligent, but barely. It single-mindedly attacks the nearest creature until it impales its foe, then moves to the next. If a cadaver collector loses line of sight on a creature (even for a moment), it immediately forgets that creature exists. If all surviving PCs manage to get out of line of sight from a cadaver collector, it goes back to sorting corpses and bones.

Treasure: The cadaver collectors have standard treasure scattered about the graveyard. If the PCs search long enough, they find a gold dragon comb set with a red garnet eye (700 gp), a fire opal pendant on a gold chain (1,400 gp), a gold music box (2,500 gp), a jeweled gold crown (6,000 gp), a *potion of rage*, a *potion of barkskin* (+5), a +1 *longsword*, divine scrolls of *regenerate* and *undeath to death*, and a *bag of tricks* (rust).

15. Skeletal Guardians (EL 10)

Lying motionlessly amid the piles of bones and ash, two animated guardians await intruders. Any living creature that comes within 10 feet of either of these two marked areas awakens both undead creatures. If this occurs, read or paraphrase the following text.

The mound of bones shudders and knits together, giving rise to a skeletal dragon! At the same time, a second one forms out of a similar pile of bones nearby.

Creatures: Two adult blue dragon skeletons rise up out of the ground and attack. (More precisely, one attacks when the PCs approach it, and another awakens and moves to the other's aid.) Neither skeletal dragon can enter the central 20-foot-by-25-foot zone between the rib bones (area 16) or attack anyone inside that zone.

Adult Blue Dragon Skeletons (2): hp 136 each; *MM* 227 (Skeleton, young adult red dragon). Each has +8 turn resistance due to the Dragon Graveyard's influence (see the Undead in the Graveyard sidebar).

Tactics: The skeletal dragons are not intelligent and simply attack the nearest foes.

Development: If the PCs fight the skeletal dragons and one or more of the cadaver collectors at the same time, a cadaver collector attacks the nearest dragon skeleton if it is closer than the nearest PC. The dragon skeletons, however, ignore the cadaver collectors as long as there are living creatures to attack.

16. Dragon's Tombstone (EL 12)

When the PCs move within clear sight of the center area of the graveyard, read or paraphrase the following text.

Walls of shadow surround a 20-foot-by-25-foot area situated between six enormous rib bones that loom overhead. Features beyond the wall remain indistinct, though you can discern a large, gray slab set into the ground. You can see shapes lying atop the slab, but you cannot make out any details.

Undead in the Graveyard

Undead gain +8 turn resistance in the Dragon Graveyard due to the massive amounts of residual negative energy permeating the area.

The rib bones are 20 feet tall and curl toward a 20-foot-by-25-foot gray slab that marks the grave of the ancient wyrm. The ribs and the slab cannot be damaged in any fashion. PCs can move freely through the shadowy walls that surround the slab, although doing so chills them horribly (no game effect).

The corpses of four adventurers lie on the slab, twisted in their death throes. A blackened but clear egg-shaped object (the Egg of Tiamat) rests in the center of this grisly band, just outside the grasp of each outstretched hand. If the PCs disturb the egg in any way, four spectres (see Creatures below) rise up out of the bodies and attack.

Creatures: The spectres are not the animated ghosts of the dead adventurers. Rather, the corpses are all that remain of the last band of heroes that tried to capture the Egg of Tiamat. The spectres guard the egg jealously and destroy anyone who tries to take it.

The spectres cannot pass through the shadowy walls or leave the central zone. If a character dies inside the circle, from whatever means, all remaining spectres instantly heal any damage they have taken. These spectres, however, cannot create spawn of their own while they are imprisoned here.

Spectres (4): hp 45 each; *MM* 232. Each spectre has +10 turn resistance due to the Dragon Graveyard's influence (see the Undead in the Graveyard sidebar).

Treasure: The Egg of Tiamat rests atop the dragon's tombstone. The cantaloupe-sized egg is made of solid, transparent crystal. Its facets normally gleam with the colors of the rainbow, but the egg is blackened with ash and soot. It radiates a strong conjuration aura under scrutiny of a *detect magic* spell. See the Eggs of the Dragon Deities sidebar (page xx) for details.

The four dead adventurers include a 7th-level dwarf fighter, a 7th-level elf wizard, an 8th-level halfling rogue, and a 6th-level human cleric. They were all equipped using the NPC tables on *DMG* 112–126, but only their magic items have survived the decay of time.

WHERE TO NEXT?

If the PCs have both the Egg of Bahamut and the Egg of Tiamat, their next (and final) destination should be Dragondown Grotto, where the sorcerer Targan Klem plans to awaken the dracolich Tsaggest Darkweld. If they have not yet recovered the Egg of Bahamut, they might want to head to the Forest Cliff Lair first and then Dragondown Grotto afterward.

4: DRAGONDOWN GROTTO

Dragondown Grotto has long vexed dragons. The place is thought to hold a powerful secret, but many dragons have died in the quest to obtain it. The grotto is rumored to be unlucky to dragonkind, and so wise dragons avoid it.

Earthquakes and magical energy wracked this land long ago, and now a seared and blasted crater lies in place of gentle forests and rolling hills. Targan Klem found the bones of an ancient dracolich buried on this ruined hillside and now seeks to awaken the ancient evil.

FINDING THE GROTTO

Again, following Meepo's map is the easiest way to find the grotto. If the PCs have captured both the Egg of Bahamut (area 12) and the Egg of Tiamat (area 16), they have a chance to defeat Targan Klem and destroy the dracolich's bones. If not, they might need help—perhaps Meepo (assuming the PCs didn't kill him) and some of his draconic wards can help—or a warning to get clear.

The grotto was once a cave, but its roof collapsed eons ago, and now it is open to the sky. Still, the ravine is remote, and so Dragondown Grotto remains hidden from most of the world.

TERRAIN FEATURES

The PCs must contend with several landscape features in this part of the adventure:

Steep Slope: The grotto is enclosed by steep slopes (*DMG* 89).

Boulders: The larger rocks around the edges of the grotto are 10 feet high and block line of sight.

Forests and Fallen Trees: Forests and deadfalls are treated as difficult terrain.

ENCOUNTERS IN THE GROTTO

There are no wandering monsters between the Dragon Graveyard and Dragondown Grotto. When the PCs finally reach the grotto, have the players place their miniatures in the area marked 17 on the small map.

EGGS OF THE DRAGON DEITIES

Although the Egg of Bahamut and the Egg of Tiamat can be found using Meepo's map, the map doesn't provide instructions for how to use them. However, any creature with an Intelligence of 9 or higher that holds either egg understands how to use it. The Egg of Bahamut allows its possessor to summon forth an aspect of Bahamut; the Egg of Tiamat functions similarly, conjuring forth an aspect of Tiamat. Each egg requires a full-round action to activate, and the aspect appears and can act at the beginning of the possessor's next turn. The power of each egg can be invoked once per month, and the effect is similar in all respects to a *summon monster VII* spell (CL 15th). An egg disappears as soon as its aspect appears; when the aspect is destroyed or disappears, the egg reappears in its place. Each egg has hardness 12 and 30 hit points.

If both aspects appear and don't have a common enemy to fight, they attack each other. Dispelling one or both of them is the only way to prevent this from happening. Fortunately for the PCs, both aspects regard Targan Klem, Blackbone, and (if it comes to that) the dracolich as a common enemy.

Statistics for the Aspects: The statistics for the aspect of Bahamut and aspect of Tiamat appear in the *Miniatures Handbook* and on the miniature cards of the same name in the *War of the Dragon Queen* miniatures set. If you do not have these statistics, use the statistics for an adult silver dragon for the aspect of Bahamut (*MM* 87) and an adult red dragon for the aspect of Tiamat (*MM* 75); the aspect of Tiamat can use two of any evil dragon's breath weapons at a time.

17. START AREA

Place the PCs' miniatures on the map in this location, then read or paraphrase the following text.

Some horrible disaster has torn this land asunder. The earth gives way to a gaping pit. Massive boulders block much of your view, but you see trails winding up and around the devastation to the north and south.

Targan Klem and his black dragon mount, Blackbone, have flown here to prepare their ritual of reanimation. Targan intends to sacrifice several dragon eggs during the ritual to gain the dracolich's favor; if the PCs didn't bring him the dragon eggs he needed, Targan intends to sacrifice them instead. In this case, he waits for the PCs to arrive before completing the final utterances of the ancient ritual.

When the PCs approach the grotto, they hear a loud, chanting voice coming from within. It speaks in Draconic, and anyone who understands the dragon-tongue hears the following:

"Arise, ancient wyrm, arise! Arise, old bones and dark death! Serve us, and let the world despair!"

If Targan has one or more dragon eggs from the Spawnscale Nursery, he orders Blackbone to toss them into the Zone of Death (area 19) during the ritual. While he chants, the PCs can make a Listen check (DC 10, plus any modifiers for distance). On a success, they hear a crunch, signaling that Blackbone has just destroyed a dragon egg. The black dragon keeps the dragon eggs close by, and it takes Blackbone a full round to pick up an egg and toss it into the Zone of Death.

18. DRAGONNE DEFENDERS (EL 11)

Targan Klem and Blackbone recruited a number of servants in their quest to awaken the dracolich, but most have been spent in their efforts. Four powerful creatures remain, however.

Creatures: Four dragonnes perch along the edges of the steep slopes, watching for the PCs. The first dragonne to spot the PCs roars loudly, alerting the other dragonnes as well as Targan and Blackbone. The dragonnes then move to intercept the PCs and soften them up.

Dragonnes (4): hp 92 each; *MM* 89.

Tactics: The dragonnes like to pounce on intruders from above. They avoid the woods, because the trees interfere with their flying. More intelligent than beasts, they might try to bull rush characters into the grotto or pick up Small characters and drop them from a height.

Development: Targan Klem continues his ritual as the PCs fight the dragonnes. He might pause if a PC comes into sight, but unless one threatens him or Blackbone, he continues unabated.

19. DRACOLICH BONES (EL 15)

Centuries ago, the dread blue wyrm Tsaggest Darkweld ravaged the arid lands to the far south. Powerful adventurers eventually slew him, but he returned as a dracolich and wrought his vengeance upon their descendants. Faced with many new enemies, he hid his phylactery in Dragondown Grotto. A cabal of wizards eventually destroyed the dracolich and found its phylactery, but not before the dracolich had reformed. A terrible battle raged in Dragondown Grotto, great enough to collapse the roof of the cave and crush the dracolich and his foes. The bones of Tsaggest Darkweld are buried here still, and Targan Klem recently unlocked the ritual to reawaken them.

Creatures: Targan Klem sits astride his black dragon mount, Blackbone. As the sorcerer chants, the evil dragon crushes the sacrificial dragon eggs one by one beneath its fore claws. Each time the dragon crushes an egg, the buried dracolich stirs, causing the ground to tremble. The dragon eggs are not needed to awaken Tsaggest Darkweld, but without them, Targan's sway over the dracolich is tenuous at best. If Targan has no dragon eggs to sacrifice, Blackbone simply watches for trouble while the sorcerer chants.

TARGAN KLEM — CR 10

Male human 10th-level sorcerer
CE Medium human (humanoid)
Init +3; **Senses** Listen +0, Spot +0
Languages Abyssal, Aquan, Common, Draconic

AC 17, touch 13, flat-footed 14
(+3 Dex, +4 *mage armor*)
hp 47 (10 HD); **DR** 10/adamantine (*stoneskin*)
Resist electricity 120 points (*protection from energy*)
Fort +5, **Ref** +5, **Will** +9

Speed 30 ft. (6 squares)
Melee dagger +5 (1d4)
Ranged light crossbow +8 (1d8)
Base Atk +5; **Grp** +5
Atk Options Empower Spell, Maximize Spell
Sorcerer Spells Known (CL 10th):
5th (4/day)—*teleport*
4th (5/day*)—*enervation* (DC 20), *stoneskin*†
3rd (6/day*)—*fireball* (DC 19), *protection from energy*†
2nd (8/day)—*fog cloud, see invisibility, spectral hand, touch of idiocy* (+5 melee touch)
1st (7/day*)—*chill touch* (DC 17), *expeditious retreat, mage armor*†, *magic missile, shield*
0 (9/day)—*arcane mark, dancing lights, detect magic, disrupt undead* (+8 ranged touch), *message, resistance*
* The number of spells per day is reduced by one, because Targan Klem has cast some spells on himself.
† Already cast
Spells Cast *mage armor, protection from energy* (electricity), *stoneskin*
Combat Gear *potion of cure serious wounds*

Abilities Str 10, Dex 16, Con 12, Int 14, Wis 10, Cha 22
Feats Empower Spell, Mounted Combat, Silent Spell, Skill Focus (Ride)
Skills Concentration +13, Intimidate +12, Knowledge (arcana) +15, Speak Language (Draconic), Ride +17, Spellcraft +15
Possessions combat gear plus dagger, light crossbow with 10 bolts, *amulet of health +2*, *cloak of resistance +2*, *circlet of Charisma +2* (as *cloak of Charisma +2*, but double the price), 3 *potions of undetectable alignment* (3), *saddle of the cavalier* (+5 bonus on Ride checks; faint transmutation; CL 1st; Craft Wondrous Item, mount, 3,500 gp, weight 20 lbs.; fits on any mount of Large or Huge size), spell components (including 1,000 gp in diamond dust for *stoneskin* spells)

Hook "Soon, the world will know and fear the name Targan Klem!"

BLACKBONE **CR 14**

Male mature adult black dragon
CE Huge dragon (water)
Init +4; **Senses** blindsense 60 ft., darkvision 120 ft; Listen +24, Spot +24
Aura frightful presence (210 ft., DC 23)
Languages Common, Draconic

AC 29, touch 8, flat-footed 29 (–2 size, +21 natural)
hp 253 (22 HD); **DR** 10/ magic
Immune acid, sleep effects, paralysis
SR 23
Fort +18, **Ref** +13, **Will** +15

Speed 60 ft. (12 squares), fly 150 ft. (poor), swim 60 ft.
Melee bite +28 (2d8+8) and
2 claws each +23 (2d6+4) and
2 wings each +23 (1d8+4) and
tail slap +23 (2d6+12)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Base Atk +28; **Grp** +38
Atk Options Cleave, Flyby Attack, Great Cleave, Power Attack, Quicken Breath, Wingover
Special Actions breath weapon, *corrupt water*, crush 2d8+12
Sorcerer Spells Known (CL 5th):
2nd (5/day)—*fog cloud, web* (DC 14)
1st (7/day)—*magic missile, resist energy, shield, true strike*
0 (6/day)—*dancing lights, detect magic, mage hand, message, ray of frost* (+28 ranged touch), *resistance*

Abilities Str 27, Dex 10, Con 21, Int 14, Wis 15, Cha 14
SQ water breathing (*MM* 71)
Feats Awaken Spell Resistance, Cleave, Flyby Attack, Great Cleave, Improved Initiative, Power Attack, Quicken Breath*, Wingover
* The Quicken Breath feat allows Blackbone to use his breath weapon as a free action but adds 4 to the number of rounds before he can use it again.
Skills Bluff +9, Concentration +27, Diplomacy +26, Hide +-1, Intimidate +26, Knowledge (arcana) +7, Listen +24, Move Silently +22, Search +24, Spellcraft +13, Spot +24, Swim +21

Frightful Presence (Ex) Creatures with 4 or fewer HD are panicked for 4d6 rounds, creatures with 5 to 21 HD are shaken for 4d6 rounds.
Breath Weapon (Su) 100-foot line of acid, once every 1d4 rounds, 14d4 acid, Reflex DC 26 half.
Corrupt Water (Sp) *MM* 71.
Crush (Ex) +28 melee, 2d8+12 plus Reflex DC 26 or be pinned. *MM* 68.

Hook "Fear not, sorcerer. Watch as I devour your playthings one by one."

Tactics: Targan remains on Blackbone's back at all times. His primary purpose is to complete the ritual (see Development below), and he cannot cast spells while performing the ritual chant unless he uses the Silent Spell feat. However, Targan knows he is the weak link in the partnership and casts silent *shield* as soon as the PCs reveal their presence. As Blackbone moves around the battlefield, the sorcerer casts silent *enervation* and silent empowered *magic missile* against heavily armored foes. He also enjoys using *spectral hand* to deliver *touch of idiocy* spells.

One of the sorcerer's favorite tricks is to use his Mounted Combat feat and Ride skill to attempt to counter physical attacks on Blackbone. Although a miserable melee fighter himself, he has trained in riding almost exclusively to benefit his dragon mount.

If the PCs use the Egg of Bahamut or the Egg of Tiamat, Targan panics and starts casting more defensive spells to benefit himself and Blackbone. He must also respond to his mount's reaction (see below).

If Blackbone dies or Targan is reduced to 10 or fewer hit points and has used his healing potion, the evil sorcerer attempts to *teleport* away. Targan is not high enough level to transport Blackbone in that manner, however, and abandons him grudgingly.

Blackbone is Targan's partner and his mount. If Targan falls, the dragon does the best it can to get the dead sorcerer's body to safety. Blackbone prefers to quicken his breath weapon (meaning he can't use it as often as normal) and smash opponents with his dizzying array of melee attacks, cleaving whenever possible.

Blackbone responds violently to the PCs' use of the Egg of Bahamut or Egg of Tiamat. If he sees either aspect appear, he becomes shaken (no save) and focuses all his attacks on one or both of the aspects, ignoring other dangers. Blackbone remains shaken until Targan spends a full-round action calming the dragon.

Zone of Death: A ring of skulls hedges the dracolich's grave, demarking the outer edge of a "Zone of Death." The area radiates a strong aura of necromancy under the scrutiny of a *detect magic* spell (caster level 15th). Any living creature that enters or passes through the Zone of Death must succeed on a DC 20 Fortitude save or gain two negative levels. Any undead creature that ends its turn wholly or partly in the Zone of Death heals

10 points of damage. The zone's effect extends to a height of 30 feet.

Treasure: Above the rocky landscape of Dragondown Grotto lies a small cave (not shown on the map) just large enough for a huge dragon and his rider to make a temporary home. PCs can find the cave with a successful DC 25 Search check. There, Blackbone stores his hoard (which he abandons, but does not forget about, if the PCs force him to flee):

—Two lidless closed wooden chests containing 7,000 gp in assorted coinage

—Wooden coffer containing 18 gems (6,400 gp)

—Carved harp of exotic wood with ivory inlay and zircon gems (700 gp)

—Three bolts of fine black cloth (500 gp each)

—Embroidered rug sewn with moonstones (3,500 gp)

—Gold cup set with emeralds (5,000 gp)

—Engraved *+1 dwarven waraxe*

—Suit of *dwarven plate*

—*Wand of searing light* (18 charges)

—A rotted horse carcass wearing *horseshoes of a zephyr*

Development: Targan Klem needs five more consecutive rounds of chanting to coax the dracolich from its grave. If the PCs silence Targan before he can complete the ritual chant, the dracolich does not awaken; otherwise, after the final round of chanting, the dracolich claws its way up out of the earth (a full-round action). Every creature of 5 or more HD within 360 feet of the dracolich must succeed on a DC 36 Will save or be shaken for 4d6 rounds; creatures with fewer than 5 HD that fail the save are panicked for 4d6 rounds instead.

Targan Klem believes that by reanimating the dracolich, he can gain control of the creature. This is decidedly untrue. Fortunately for him (and the PCs), Tsaggest Darkweld looks around, heaves a deathly sigh, and takes off into the sky, leaving Targan screaming into the clouds. The dracolich ignores anyone who attacks it. The sorcerer and Blackbone attempt to follow the dracolich, abandoning their battle with the PCs.

FURTHER ADVENTURES

Targan Klem and Blackbone won't give up on their efforts to create or attract new allies. Unless the PCs dispose of both of them, the remaining partner uses his abilities to find someone to raise or resurrect the other. After that, Blackbone wants to recover his treasure and Klem wants revenge. Neither the sorcerer nor the dragon lacks intelligence, however, and they could conspire to devise a plot that threatens both the PCs and the world at large.

If it is awakened, the dracolich Tsaggest Darkweld seeks to construct a new phylactery for itself. After months of toil and preparation, it unleashes its undying fury upon the lands of its enemies. It batters kingdoms with an army of evil minions culled from the deserts of its former homeland. Although Tsaggest Darkweld feels no loyalty to Targan Klem, it might send the arrogant sorcerer a gift to help him with his own petty schemes—perhaps a blue dragon minion to replace the slain Blackbone.

If the PCs befriend Meepo, the kobold can reward them with his friendship, a little gold (though Meepo doesn't have a lot of money left), and maybe even introductions to a few young dragons that might be willing to serve as occasional allies against evils such as Targan Klem and Blackbone. Although few dragons wish to serve as mounts for humanoids permanently, Meepo might be able to arrange something on a case-by-case basis.

Three of the battle maps in *Fantastic Locations: Dragondown Grotto*, in addition to their usefulness for the Dungeons & Dragons roleplaying game, were designed to allow exciting battles using the *Dungeons & Dragons Miniatures* skirmish rules. These are Dragondown Grotto, Forest Cliff Lair, and Dragon Graveyard.

TERRAIN

Different types of terrain have various effects on skirmish play. Two of the battle maps in *Fantastic Locations: Dragondown Grotto* contain both terrain described in the *D&D Miniatures Game* Advanced Rules, in addition to brand-new terrain, as noted below. Note that terrain objects that have no grid lines denoting squares are considered impassable terrain and are treated as walls.

DRAGONDOWN GROTTO

Steep Slope: Many areas of steep slope are labeled on this map. A nonflying creature that enters a steep slope immediately stops moving, takes 5 damage, and is then pushed to the nearest legal space that is on the bottom of the slope. A flying creature that ends its turn on steep slope, or that is moved into steep slope on another creature's turn, is similarly affected. If the bottom of the slope is not clear from the map illustration, use the orientation of the Steep Slope labels to determine the down direction; the bottom of the words of a label marks the direction of the bottom of that steep slope section.

Forest: Two types of forest are present on this map, lush forests and deadfall. Both types use the rules for Forest terrain found in the Advanced Rulebook.

Zone of Death: The 1-square-wide band around the central victory area on this map is a zone of death. Any creature in a zone of death square that takes damage from a melee attack must make a morale save.

FOREST CLIFF LAIR

Forest: Forest terrain is described in the Advanced Rulebook.

Waterfall: The waterfall in the center of the map is not only considered difficult terrain, but it also hampers ranged attacks. The target of any ranged attack (but not spell or special ability) that passes through the waterfall gets Conceal 11 against that attack. Any ranged attack that touches any waterfall square, even at a corner, passes through the waterfall.

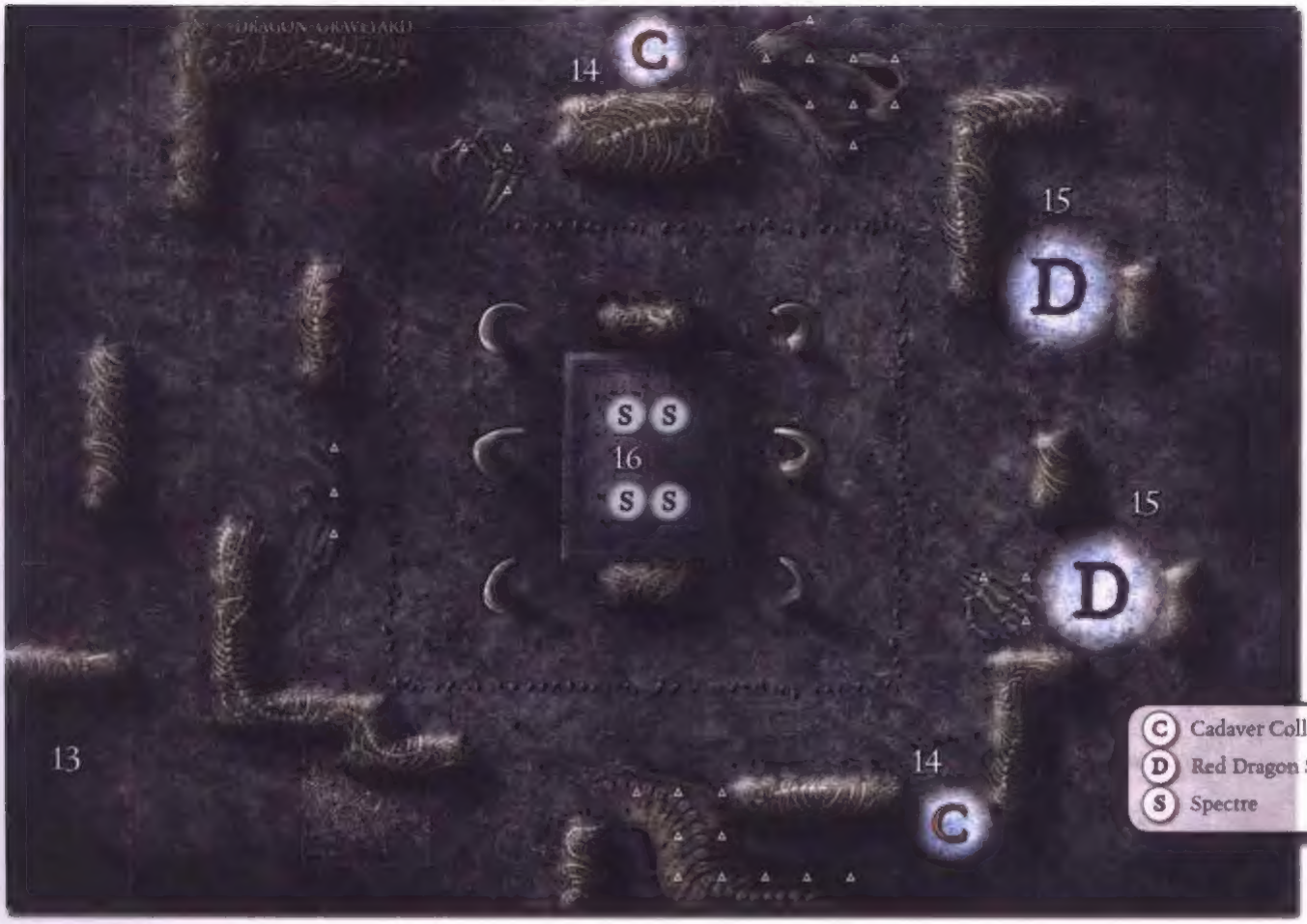
SCENARIOS

The following scenarios are provided to introduce variety in casual one-on-one games and should not be used in tournament play. For more such scenarios, see the *Miniatures Handbook*.

Dracolich Awakened: Set up a normal 200-point skirmish game on the Dragondowm Grotto or Dragon Graveyard map. At the end of the first round that a creature occupies the central victory area, place a Dracolich miniature in the middle of the map, pushing other creatures aside, as necessary. On subsequent rounds, the player who wins initiative may elect to activate the dracolich that round. (Any Huge creature could work in this scenario, but the dracolich is the most fitting).

Thick Trees: In this scenario, creatures can't fly through the dense foliage and canopy of the forests. Creatures cannot use Flight when entering any forest square. Use this scenario on the Forest Cliff Lair and Dragondown Grotto maps.

Keep of Fallen Kings II



Dragondown Grotto

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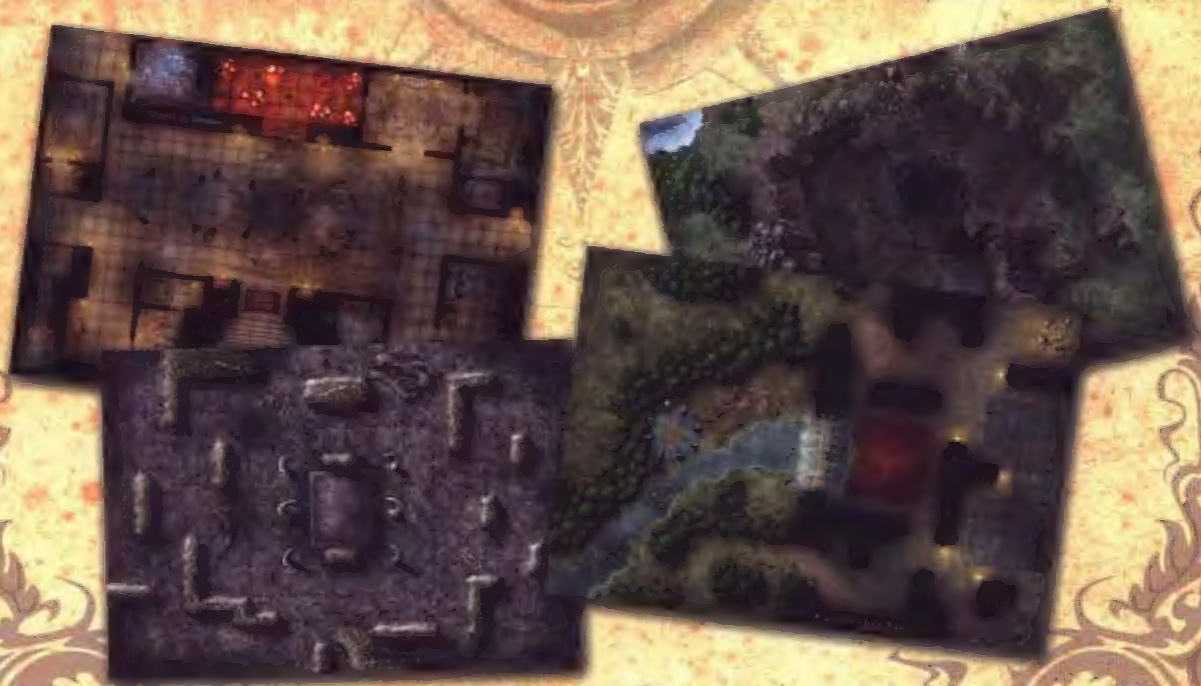

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